

```
1 #include "HighScoreState.h"
2
3 #include <iostream>
4 #include <conio.h>
5
6 #include "StateMachineExampleGame.h"
7 #include "Utility.h"
8
9 HighScoreState::HighScoreState(StateMachineExampleGame* pOwner)
10     : m_pOwner(pOwner)
11 {
12     m_highscore = Utility::WriteHighScore(0);
13 }
14
15 bool HighScoreState::Update(bool processInput)
16 {
17     if (processInput)
18     {
19         int input = _getch();
20         m_pOwner->LoadScene(StateMachineExampleGame::SceneName::MainMenu);
21     }
22     return false;
23 }
24
25 void HighScoreState::Draw()
26 {
27     system("cls");
28     cout << endl << endl << endl;
29     cout << "          - - - - HIGH SCORES - - - -          " << endl << ␣
30         endl;
31     for (auto i = m_highscore.rbegin(); i != m_highscore.rend(); ++i)
32     {
33         cout << "          " << *i << endl;
34     }
35
36     cout << endl;
37     cout << endl;
38     cout << "Press any key to go back to the main menu. " << endl << endl;
39 }
```